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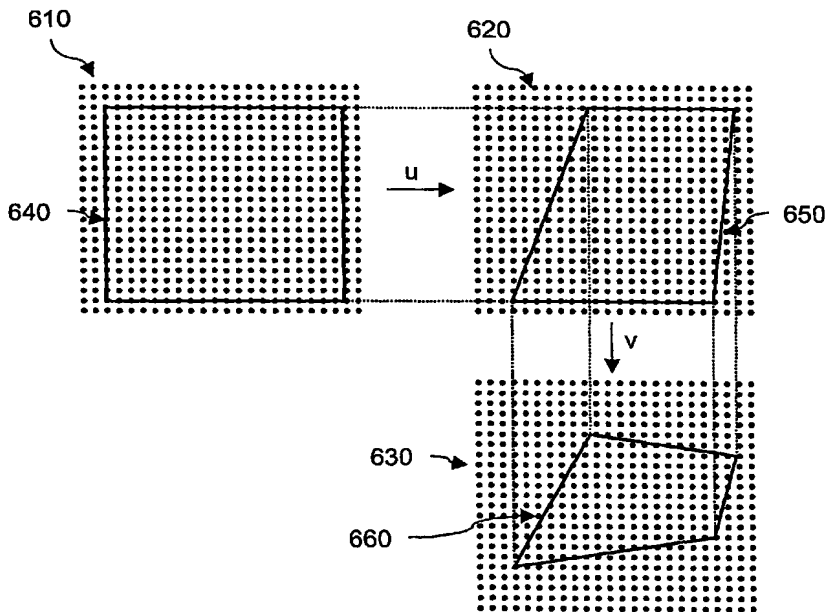
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(54) Title: SYSTEM FOR ADAPTIVE RESAMPLING IN TEXTURE MAPPING



(57) Abstract: An apparatus for mapping primitives of a 3D graphics model from a texture space to a screen space. The apparatus includes a texture memory (134) for storing texture maps. A resampler (132, 140) resamples, for each primitive, data from a texture map that corresponds to the primitive to corresponding pixel data defining a portion of a display image that corresponds to the primitive. The texture space resampler (132) and/or the screen space resampler (140) is operative to select a resampling algorithm for performing the resampling from a respective set of at least two distinct resampling algorithms. The selection is done in dependence on a size of the primitive.

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